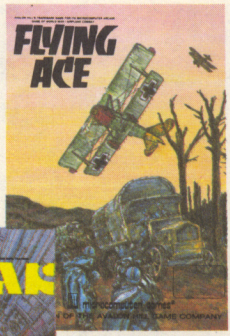
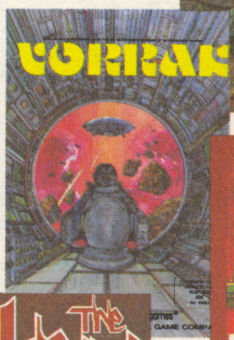
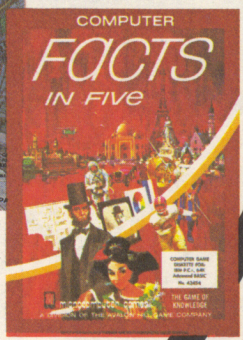
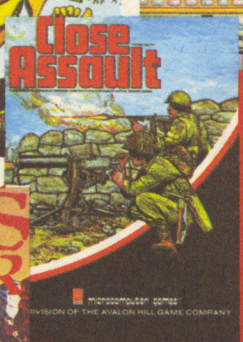
NEW for 1983

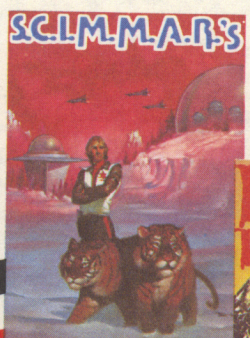
STRATEGY, SCIENCE FICTION, FANTASY, ADVENTURE, EDUCATION, SPORTS & ARCADE GAMES FOR THE HOME COMPUTER

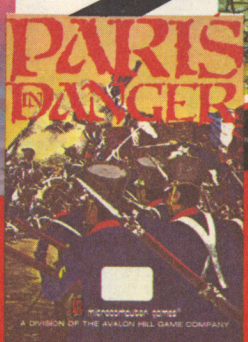












AH QUALITY

microcomputer games®

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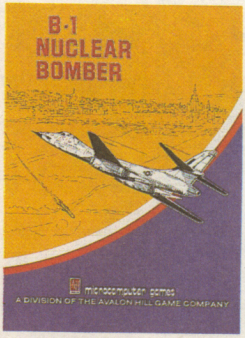
STRATEGY WAR GAMES

INTRODUCTORY . . .



B-1 NUCLEAR BOMBER—You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40001	16K	16K	16K*	16K						
40051							32K			
40052								48K		
40053									24K	
• **40054**										48K

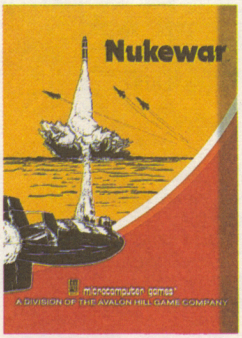
LEGIONNAIRE—Real-time simulation of tactical combat during the days of ancient Caesar. YOU as Caesar command up to ten legions against an army of barbarian infantry. The game provides cavalry, shock effects, fatigue, morale, and slope effects as the battlefield scrolls before you in full color and animation. **LEGIONNAIRE** presents the finest **graphics** and **playability** way **beyond the state of the art.**

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
43501				16K						
• **43553**									32K	

*NEW for 1983

V.C.—V.C., short for Viet Cong a game on the controversial Viet Nam War. You command the chopper based air-mobile and heavily armed 1/509th Air Cavalry and 9/15th Field Artillery for fire support. You have the task of bringing the civilian population under your protection where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you.
V.C. faithfully recreates this struggle in which you can lose without ever being defeated.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• **42601**	16K			32K	32K					
42651							32K			
42652								48K		
• **42653**									32K	
• **42654**										48K



NUKEWAR—Nuclear confrontation between two hypothetical countries. Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and anti-ballistic missiles. Your cold and calculating computer will choose its own strategy!

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40301	16K	16K	16K*	16K						
40351							32K			
40352								48K		
40353									24K	

NORTH ATLANTIC CONVOY RAIDER—In the Bismarck convoy raid of 1941, the computer controls the British convoys and battleships. Will the Bismarck sink the Hood, only to be sunk by the Rodney and King George V, as in history? Or, will the Bismarck cripple or sink the British Home Fleet and go rampaging through the convoy lanes?

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40201	16K	16K	16K*	16K						
40251							32K			
40252								48K		
40253									24K	

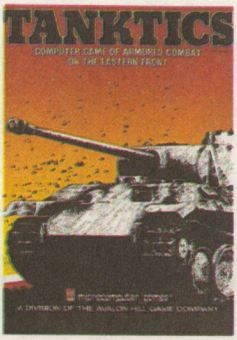
Prices vary from store to store
See our separate Game/Parts List
for current retail pricing of all our products.

STRATEGY WAR GAMES

INTERMEDIATE . . .

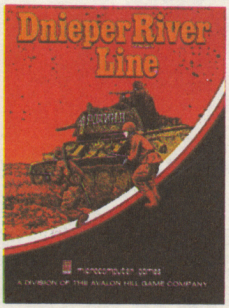
MIDWAY CAMPAIGN—Your computer controls a huge force of Japanese ships whose objective is to invade and capture Midway Island. In the actual engagement the Japanese made several tactical errors which cost them the battle. Your computer probably won't make the same mistakes! You command the badly outnumbered and outranged U.S. Naval Forces. Your only advantage is surprise.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40101	16K	16K	16K*	32K						
40151							32K			
40152								48K		
40153									40K	
40154										48K



TANKTICS—Armored combat on the Eastern front of WWII. Includes full-color mounted mapboard and counters. You, as the German tank platoon leader, start the game outnumbered 2 to 1. However, you choose your tank types before each of 5 scenarios. Specify what your opponent, the computer, is to have before going after or defending the specified objective from the Russians.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41201	16K	16K	16K	24K						
41251							32K			
41252								48K		
41253									32K	



DNIEPER RIVER LINE—A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. You, the German commander, must repel Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. **DNIEPER RIVER LINE** has four levels of difficulty and comes with counters and a mounted mapboard.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41701	32K	32K	32K	48K						
41751							32K			
41752								48K		
41753									48K	
• 41754										64K

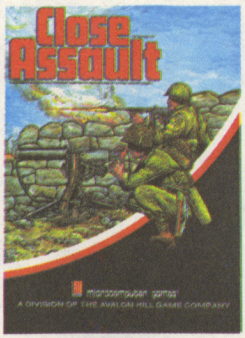
COMING SOON . . .

UNDER SOUTHERN SKIES—WWII naval re-creation of the battle of the Graf Spee in the South Atlantic. Apple II.

*NEW for 1983

ADVANCED . . .

NEW for 1983 . . .

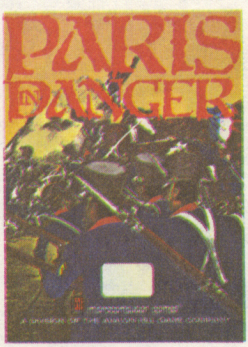


CLOSE ASSAULT—Advanced wargame of tactical infantry combat. Russian, German, and American forces are represented in this WWII simulation which blends the allure of computerization with tabletop gaming. **CLOSE ASSAULT** permits original scenario development or pre-programmed ones. Features include double hidden movement, solitaire or two player option, morale factors, and most unique, a game system that actually lets you control squad level units in life-like situations.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 42201	48K	48K		40K						
• 42251							48K			
• 42252								48K		
• 42253									48K	

FREDERICKSBURG—Two player tactical level civil wargame recreating the famous first battle of Fredericksburg. The game allows the players to take the roles of General Ambrose Burnsides or Robert E. Lee in leading the Union or Confederacy to victory. A giant 21" x 30" full color mapboard and over 230 illustrated counters are included with an historical rules booklet and software. The actual battle was a debacle for the Union army on that dark December day in 1861, can you uphold or alter the course of history?

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 42751							32K			



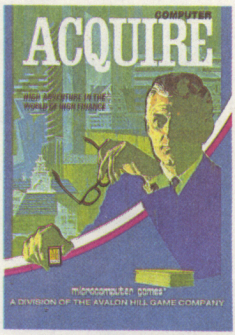
COMING SOON . . .

PARIS IN DANGER—Double level (strategic and tactical) simulation of Napoleon's 1814 campaign for France. Atari 800 with disc drive.

PANZERS EAST!—1941 German invasion of Russia. Multi versions for all the popular microcomputers will be available.

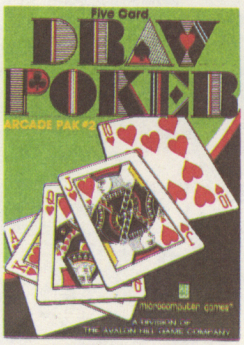
T.A.C.—WWII tactical armored combat on a tank-to-tank level. Hi-res graphics, great sound, realistic and exciting simulation. Apple II, Atari, Commodore 64, IBM PC.

LEISURE TIME, EDUCATIONAL, FAMILY & GENERAL SIMULATIONS



COMPUTER ACQUIRE—New Second Edition! The object of the game is to become the wealthiest person in this "business" game about hotel acquisitions and mergers. For 2 to 6 players it is a subtle game of interplayer strategy. As a SOLITAIRE game you play against the computer. One can even pit the computer against itself in this faithful recreation of the classic board game.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40601	16K	16K	16K	16K						
40652								48K		



DRAW POKER—The crowd couldn't make it over for the regular weekly game? Relax, your personal computer will play 5 Card DRAW POKER and bring the crowd with it. You are set up with four other players controlled by the computer. Lucky, Shifty, Ace, and Slim are their names and they play a smart and mean game, each in their own way. Your opponents will not be afraid to bluff on occasion and they do not bet foolishly. So be prepared to become a high stakes loser or if lady luck is with you, a big time winner.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41601	16K	48K	8K*	16K						
41652								48K		
41654										48K

CONTROLLER—A simulation of air traffic control in which you guide the approach and landing sequence of up to 8 aircraft. There are three types of aircraft with each type having a different rate of climb, turning ability, stall speed, ceiling, fuel consumption and fuel capacity. **CONTROLLER** transforms your computer screen into a realistic "radar scope"; also, each aircraft's heading, velocity, and altitude is displayed on a chart next to the radar scope.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
42101				16K						
42152								48K		
42153									40K	

*NEW for 1983

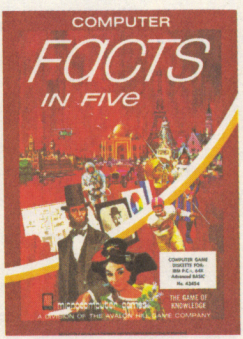
COMPUTER FOREIGN EXCHANGE—Two to four players own and manage multi-national companies in various cities throughout the world. Changing conditions require each player to make constant decisions after considering the financial resources of his company and his opponents. A variety of situations will determine likely changes in currency rates. To win a player must form and implement the most successful strategy.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
42301	16K									

COMPUTER STOCKS AND BONDS—Here's your chance to be a Wall Street genius. Players choose a general strategy and invest in the stocks that fit their game-plan. Play it safe, gamble or do a little of both. In a "bear" market players investing heavily could lose their shirts, while a "bull" market would cause them to make great gains. The winner makes the most money through game transactions.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40901	16K	32K	16K	32K						
40951							32K			
40952								48K		
40953	Deluxe Edition								40K	
40954										48K

NEW for 1983 . . .



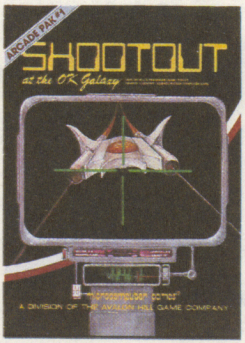
COMPUTER FACTS IN FIVE—The computer game of knowledge with educational merit for the entire family. One, two, or more players participate selecting from more than 1,000 popular and academic subjects. The object is to associate answers with the five classes and categories selected. An entertaining sand clock timer adds challenge to the game as you race to provide the correct answers.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 43452								48K		
• 43453									48K	
• 43454										64K

COMING SOON . . .

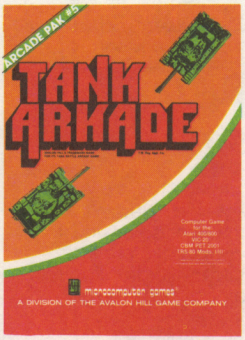
T.G.I.F.—Make it through the week against fantastic odds! Atari 400/800.

ARCADE



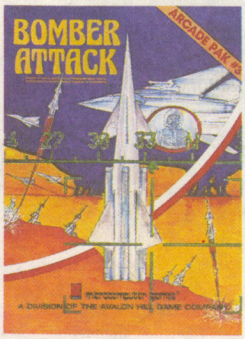
SHOOTOUT—30 ALIEN WARSHIPS HAVE ENTERED YOUR PATROL ZONE OK, shields up?, energy level . . . check, azimuth set?, yup. It's the preparations YOU will make when playing Avalon Hill's new arcade strategy game **SHOOTOUT AT THE OK GALAXY.** Over 2 years in the making, **SHOOTOUT** is purely graphical combining arcade excitement with just the right touch of strategy.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41001	16K	32K	8K	16K	16K					
• 41002				16K		8K				
41052								48K		
41053									32K	



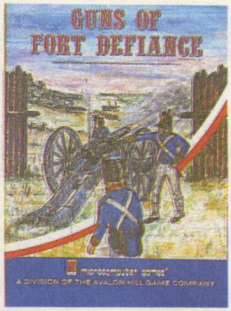
TANK ARKADE—Classic arcade action. Players pre-determine how many hits it will take to wipe out their opponents and then go to battle to plummet their human counterpart (or the computer) with their best tank battlefield strategy. **TANK ARKADE** is a fast paced solitaire or two player game with nifty graphics. The battlefield randomly changes after each playing.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
43101	16K		8K	16K		5K				



BOMBER ATTACK—Arcade game of Ground to air warfare, **BOMBER ATTACK** is a real time fast action game that puts you in command of a supersonic bomber over enemy terrain. You must drop all 25 bombs on key locations before the enemy can down your bomber. But watch out for Red Cross hospitals, they're neutral ground as provided in the Geneva Convention!

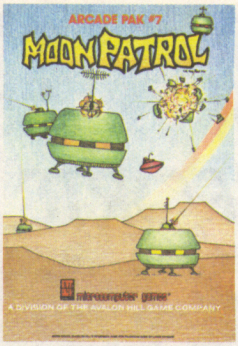
	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
42501		32K	8K	16K						



GUNS OF FORT DEFIANCE—In this exciting arcade game, you are the commander of a 19th century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition—ball, cannister, shell or spherical case—and fuse length (if applicable), and set the elevation and deflection of the cannon. The computer controls the enemy forces, randomly attacking with cavalry, infantry or another artillery piece.

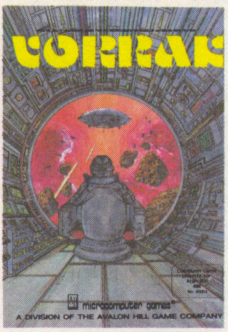
	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41301	16K	32K	16K	32K						
41351							32K			
41352								48K		
41353									48K	

*NEW for 1983



MOON PATROL—Arcade Pak game of lunar invasion. **MOON PATROL** beats any quarter gobbling game around and can be enjoyed in the privacy of your own home. There are four levels of increasing difficulty, each presenting new lunar attackers to battle. **MOON PATROL** is **fast, furious,** and most of all **fun.**

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
44001			64K*	16K						

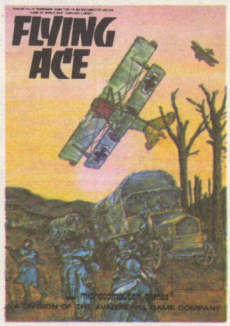


VORRAK—The Vorrakian orbital fortress beckons YOU! Harsh sunlight glints off your datavisor as your delta-vee fighter blasts off into heroic destiny or total destruction. **VORRAK** is a fast paced arcade game simulating a small jet fighter's attempt to penetrate stalactite and stalagmite—like obstacles enroute to a gigantic power emerald carved out from a massive asteroid. You are of Chi Draconian heritage and your people have selected you to pierce all deadly defenses to destroy the power emerald. The last flicker of freedom around Chi Draconis rests on your shoulders.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 45053									48K	

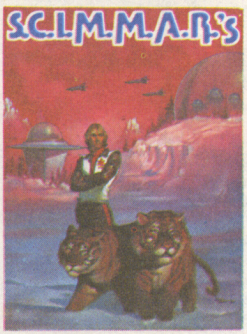
GYPSY—It's a JUNGLE OUT THERE! Here you are a happy-go-lucky bug in the garden of your dreams perched high upon a luscious Qok tree sampling the nectar of your delight. BEWARE!! you are not the only one who considers this paradise their home. There's the infamous Flying Ant of Tasmania, the fierce Fandango Bee and the Lochnest Spider all fueled with nasty stings and bites that will drain your energy reserves. You have to maneuver **GYPSY** through the leafy mazes of the Qok tree avoiding these and other perils. *T199/4A version available later this spring.*

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 45201				16K						
• 45253									32K	



FLYING ACE—In **FLYING ACE** you play the part of a World War One bi-plane pilot, your mission . . . attack and destroy the enemy trucks carrying ammunition to the front lines. You control your plane much like an actual aircraft. Loop to loops, climbs, and dives are all essential maneuvers you must master as squadrons of enemy planes will continually "dogtail" as you become airborne.
Commodore 64 cassette available later this spring.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 45301				16K						
• 45353									32K	

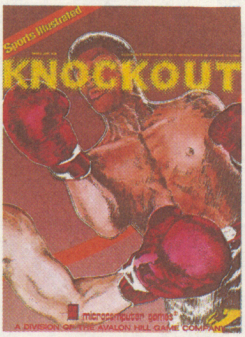


COMING SOON . . .

S.C.I.M.M.A.R.'s—Arcade, fast-action, 3-D, hi-resolution graphics . . . "need we say more?" combat game for Apple II.

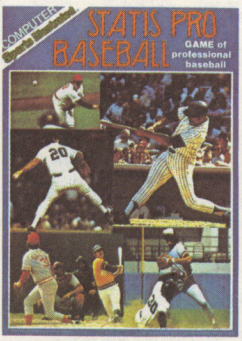
GAUNTLET—Arcade game in whic ı you fight your way past attacking alien spacecraft. TRS-80 Color.

SPORTS



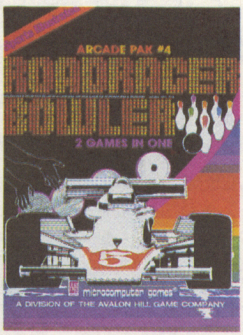
KNOCKOUT is a simulation of the gentlemanly art of self defense for one or two players. Featuring high resolution color graphics each player can control action taken by his boxer with his joystick apparatus. The outcome of each match will be determined by your own speed and skill. It is in your hands!

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
43301				16K						



COMPUTER STATIS PRO BASEBALL—Recreate an entire baseball season, with real life player statistics. Avalon Hill has analyzed full season statistics for each player, converting it to computer memory so each performs in your game just as he does in reality. YOUR ability at managing could make an also-ran become a pennant winner.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40801	16K									
40851							32K			
40852								48K		

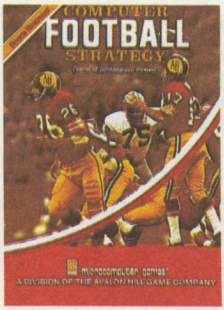


ROADRACER allows one or two players to choose a type of race track and a time or lap race before they vie for the checkered flag. The race will soon be won by steady control of your vehicle traveling at speeds of 50 to 200 miles per hour.

BOWLER is the other member of this duet, a one to four player game simulating ten pin bowling.

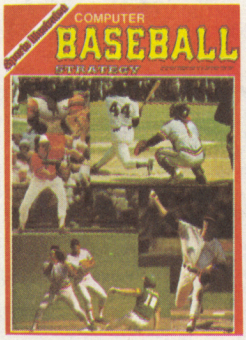
	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
42901			8K	16K						

*NEW for 1983



COMPUTER FOOTBALL STRATEGY—Thrilling computer version of Avalon Hill's famous board game. Based on the award-winning Sports Illustrated game of professional football; forces the player to constantly make the right decisions about his team's offensive and defensive formations. Match wits against the computer or against a live opponent.

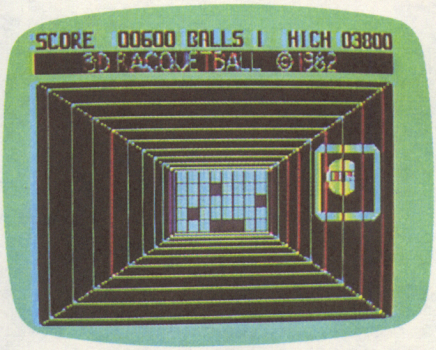
	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41501	16K		64K*		Available Fall 1983					
41551							32K			
• 41554										64K



COMPUTER BASEBALL STRATEGY allows the player, as the manager of the home team, to test his skill against a wily and unpredictable opponent, his own computer. **Computer Baseball Strategy** presents the player with realistic challenges, while maintaining the incredible enjoyment and ease of play that made the original Baseball Strategy great. So, if you know you can do it better **Computer Baseball Strategy** is the game for you. Play Ball!

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41401	32K	32K	32K	32K						

NEW for 1983 . . .



BREAKTHRU (in 3-D)—Fast-action, three-dimensional, high-resolution, machine language, arcade game. But **BREAKTHRU** is more than a mere game, it's like racquetball will be played someday in space! Realistic graphics and sound provide an exciting simulation of motion and perspective. **BREAKTHRU** is as much fun to watch as it is to play. The object is to knock out five consecutive walls at the opposite end of the (racquetball) court using a joystick paddle to strike or deflect the lively ball.
Watch for the Atari VCS 2600 cartridge version available later this spring!

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 43901					16K					

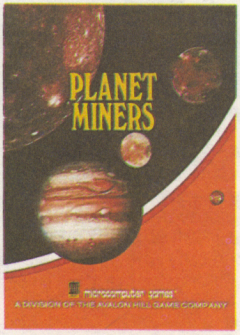
COMING SOON . . .

COMPUTER TITLE BOUT—Based on the famous Sports Illustrated board game where you pit actual boxers against one another. Atari, TRS-80 I & III.

SCIENCE FICTION

ANDROMEDA CONQUEST—Vast scale **space strategy game** of galactic colonizing and conquest. A game in which one to four players compete to form galactic empires throughout the star systems. Each star system has unique attributes such as strange life forms and alien technologies that make interstellar exploration and battle exciting.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
42001	16K	16K	16K*	32K						
42051							32K			
42052								48K		
42053									40K	
42054										48K



PLANET MINERS—One of four players compete with each other and the computer to stake valuable mining claims throughout the solar system in the year 2050. Each player must decide which ships to send to which planets and when to try "dirty tricks" like a sabotage and claim jumping.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40401	16K	16K	16K*	24K						
40451							32K			
40452								48K		
40453									32K	

VOYAGER—A solitaire computer game that challenges the human player to explore the four levels of an alien spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots programmed to blast any intruders. In order to win, the human must destroy all power generators and escape or hunt out and annihilate the killer robots. Color-animated graphics and sound capabilities.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41801	16K	32K	32K	24K	16K					
41852								48K		
41853									32K	
41854										48K

*NEW for 1983

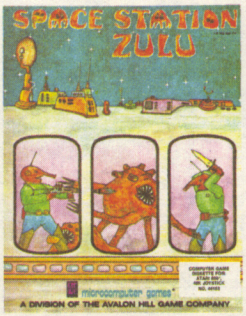
GALAXY—In **GALAXY,** players send their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. **GALAXY** comes with sound effects (for computers with sound capability) and allows from 1 to 20 players to compete against each other or the computer.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41901	16K	16K	16K	16K						
41991							32K	48K		
41992								48K	24K	
41954										48K

CONFLICT 2500—In 2500 AD, earth is threatened by attacking aliens, with an infinite number of attack strategies with which to tease the player who must defend earth. A variety of spaceships on the screen adds an extra dimension to the excitement and suspense. A game for one to ten players in which you can control the length of the game and its difficulty.

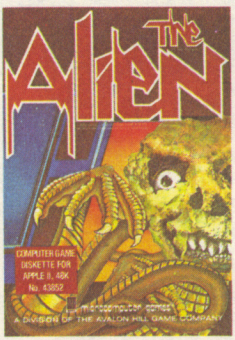
	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40701	16K	16K	16K	32K						
40751							32K			
40752								48K		
40753									40K	

NEW for 1983 . . .



SPACE STATION ZULU—Humorous strategy game of space station defense. You take the role of the captain of Space Station Zulu, directing your crew of peace loving "Yargs" against an endangering concentration of larva-stage lifeforms. To combat these big, ugly, and slimy creatures the Yargs have a number of weapons at hand: laser guns, fire torches, ice bottles, and grenades to name a few. Trying to stop the ever-growing alien population makes for great fun on board Space Station Zulu.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 44101				32K						
• 44152								48K		
• 44153									48K	


THE ALIEN
COMPUTER GAME DISKETTE FOR APPLE II 48K No. 43852
microcomputer games
A DIVISION OF THE AVALON HILL GAME COMPANY

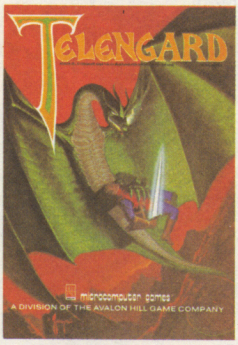
THE ALIEN—Just you, your crew, and the stars . . . are trapped with **THE ALIEN**, a creature of unknown powers loose on board a space exploration laboratory. The Alien, besides the name of this game, is a deadly foe and will metamorphose to more and more deadly forms as time goes on, so it is imperative to subdue it as soon as possible. Beautiful high-resolution graphics give you a floor plan of the research vessel, the U.F.P. Thrasbulus. Victory depends on clever planning and careful thought.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
• 43852								48K		

COMING SOON. . .

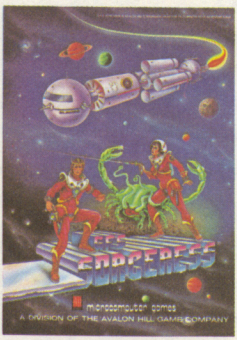
FREE TRADER—Interstellar trading simulation for Apple and Atari.

FANTASY & ADVENTURE



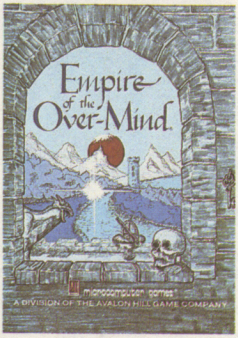
TELENGARD—Dungeon Adventure game.
In the mysterious underworld of **TELENGARD** there are fifty levels of ever-more complex mazes for mighty adventurers to explore. Various means of survival tactics are at the adventurers disposal in this **real time fantasy and role-playing game.** Using wits, magic, and fast thinking the players delve deeper into the depths of **TELENGARD** to fight monsters and reap valuable rewards. Other not so lucky contestants have never been heard from again!

		With Cassette For:						With Diskette For:			
	GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
•	**42401**	32K		64K*	40K						
	42451							48K			
	42452								48K		
•	**42453**									48K	



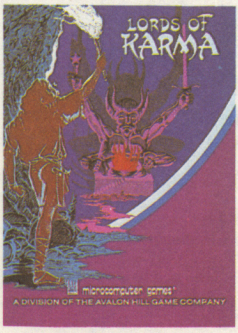
G.F.S. SORCERESS—The first **science-fiction adventure game** of the continuing saga of Joe Justin and Selena Sakarov aboard the Galactic Federation Starship Sorceress. In the game the player takes the part of Joe Justin as he attempts to clear himself of a false charge of mutiny. Beautiful full-color manuals are included giving the player useful clues in an attempt to prove Joe Justin's innocence.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
42801	48K	48K		40K						
42851							48K			
42852								48K		
42853									48K	



EMPIRE OF THE OVERMIND—Recent recipient of the GAME OF THE YEAR award by Electronic Games Magazine. Enchanting solitaire game. Embark upon an heroic quest to a different plane of reality. The Overmind, a tyrant that is part machine, part spirit of evil, cleverly overthrew the great king, who escaped and planned revenge that has taken 1,000 years to fulfill. Now YOU must travel to the Empire of the Overmind and destroy the abomination. Includes deluxe copy of Rhyme of The Overmind.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
41101	48K	48K		40K						
41151							48K			
41152								48K		
41153									40K	



LORDS OF KARMA—Like an intriguing puzzle! The fun is in deciphering secrets while exploring a mythical, magical city and countryside, while at the same time avoiding lurking monsters. You tell the computer what you want by typing simple sentences. The computer has many surprises in store.

	With Cassette For:						With Diskette For:			
GAME NO.	TRS-80 I & III	APPLE II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20	TRS-80 I & III	APPLE II	ATARI 4/800	IBM PC
40501	48K	32K	32K	40K						
40551							48K			
40552								48K		
40553									40K	

COMING SOON . . .

FORTRESS OF THE WITCH KING—Find the secrets in order to destroy the Witch King in this hi-res graphics adventure game for the Apple II.

PARTHIAN KINGS—Conquest in a fantasy world with hi-res graphics for the Apple II.

See what you are missing in each issue of . . .

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January, 1983

...of Microcomputer

SPACE STATION ZULU may be the most outrageous game from Microcomputer Games to date! A game of ...defense, you are the captain of a crew ...by the presence of

...lo. 3

You've Sent Us This Great Game, Now What Do We Do With It?

by Mike Cullum

Several people write us requesting assistance in microcomputer game design. As much as we would like to help each ...and every individual, it is difficult to find the time. So in an effort ...series of ar-

The Program Developer's Lament or

program. You can visualize the whole system and see the relationships of the various modules. It is easier to follow the program logic and seek out any hidden inconsistencies. A good flowchart will assist the programmer in finding bugs, ...and make a more efficient and

If you have any special subject on which you would like to see an article, please let us know and we will do our best to fulfill your wishes.

Better still, if you would like to share unique (or even not so ...relative to Microcomputer Games please let

NUKEWAR

Avalon Hill's Microcomputer Game NUKEWAR was teamed up with an Atari 800 to provide a learning resource for the U.S. Army Field Grade Officers in Augsburg, Germany.

A scenario was presented which demonstrated the "Arms Race" and how a nuclear war could occur. This learning ...experience, held on March 26, 1982, was part of a series o

FIGHTING THE HUNS IN LEGIONNAIRE

by David Kuijt

Legionnaire is Avalon Hill's trademark name for its Microcomputer Game of Ancient Warfare

LEGIONNAIRE is a real-time tactical infantry combat game set in the time of Julius Caesar. Your legions fight against two tribes of ...trying to defeat

few casualties, and return to hit your army before it is set The Huns will then push them all the way up a hill, down th other side, and destroy them all. The only other tribe with a attack like the fury of the Huns is the Morini. Unlike th Morini, the Huns can take a counter attack and return before your units recover from the impact. This makes the very dangerous.

In all my playtesting of LEGIONNAIRE I have beaten Huns only twice. My best effort was when fighting them the Eburones with six legions under my command. I hac Tenth legion, the two cavalry legions of Crassus ...riers are found. 3) Have a strike armed before t search; if that doesn't find the enemy, clear the d put up a combat air patrol. 4) Maneuver your sh north-west of Midway and then cut south-west Japanese carriers are detected. If you're lucky be able to sink the light carrier Zuiho (with the t in addition to the four Japanese fleet carriers. 5) Task Forces together; if one carrier is unable due to heavy damage the planes will be sent to a in range. 6) Once the enemy carriers reveal their their strike at Midway, try to catch them re refueling. 7) After your carriers are detected ...down or Midway put up combat ...ets in follo

MIDWAY CAMPAIGN RELIVED

by Dr. Daniel Weitz

Midway Campaign is Avalon Hill's trademark name for its WWII Pacific Theatre Microcomputer Game

What makes Midway unusual among the world's battles is that ...as a simulation

Haven't You Heard?

Portable computers will become the vogue of 1983. Touring the floors of the recent Comdex business oriented computer show during December, held in Las Vegas, there were at least four manufacturers displaying Portables, including the new Epson which includes a tiny printer and screen with cassette loader—in a package not larger than 8½ × 9½ inches, expandable TO 64K. The Osborne portable, however, still seems to have the lion's share.

Last Spring, your roving reporter happened to attend a seminar chaired by Apple Computer exec Steve Jobs. One attendee asked Mr. Jobs what Apple would do in response to the hot 16bit P.C. from IBM. Straight-faced, Mr. Jobs responded "Apple will soon announce the world's first 17bit micro!"

Commodore's new 64 has been generating a lot of intere We do not know whether it is sheer luck or pure genius l a number of Avalon Hill's Microcomputer Games writt for the PET and 2001 will run on the 64 with no alteratic necessary. The games are: B-1 NUCLEAR BOMBE NORTH ATLANTIC CONVOY RAIDER, NUKEWA PLANET MINERS, DRAW POKER, and ANDROME CONQUEST. Using the cassette versions for these p grams, load in the PET or CBM 2001 version into yc Commodore 64 using the BASIC 'LOAD' commar Although these games were not written ideally for the they offer challenge and strategy inherent in Avalon H software. We suggest you change the color of the displ by typing 'CONTROL 2' before running the programs.

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